



g) controlling the house advantage to a predetermined range by relating the probability of landing on each position as a function of the expected value of each path so the expected values of the paths relate to one another providing the house advantage of the casino game of chance to a predetermined range.

2) (Once amended.) The method of claim 1 with one or more value squares along the paths.

8) (Once amended.) The method of claim 1 wherein the step of establishing a plurality of paths, each of which is comprised of a plurality of positions includes using a stop position.

9) (Once amended.) The method of claim 1 wherein landing on certain squares causes additional movement.

11) (Once amended.) The method of claim 1 with the step of establishing one or more positions having an associated game.

12) (Once amended.) A method for playing a casino bonus game for a casino base game, comprising the steps of:

- a) establishing in the play of the casino bonus game a plurality of paths, each of which paths includes a plurality of positions with at least one value position there between;
- b) moving along a player selected path with a provided random selection;
- c) awarding the player monetary or credit values as wins or losses associated with positions landed upon, and
- d) controlling the house advantage to a predetermined range by relating the probability of landing on each position as a function of the expected value of each path so the expected values of the paths relate to one another providing the house advantage of the casino game of chance to a predetermined range.

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(Once amended.) A method for playing a casino game of chance, comprising the steps of:

- a) establishing in the play of the game a plurality of paths, each having at least two positions;
- b) allowing a player to select one of the plurality of paths;
- c) moving along the player selected path according to chance;
- d) awarding the player monetary or credit values as wins or losses associated with the selected path, and
- e) controlling the house advantage to a predetermined range by relating the probability of landing on each position as a function of the expected value of each path so the expected values of the paths relate to one another providing the house advantage of the casino game of chance within a predetermined range.

32) (Once amended.) A casino game of chance for at least one player comprising:

- a) a game surface accessible and visible to the player in the casino;
- b) a plurality of paths on the game surface arranged for player selection of one path, each path having at least two positions beginning at start position, and finishing at end position;
- c) movable indicia on the game surface, the movable indicia for showing the position on the selected path of the player;
- d) a mechanism of chance carried on the game surface and available to the player in the casino, the mechanism of chance for determining movement along the player selected path and awarding the player monetary or credit values associated as wins or losses with positions along the selected path, and
- e) the game of chance structured to control the house advantage to a predetermined range by relating the probability of landing on each position as a function of the expected value of each path